



*Snowmobile warming hut. Designed and built by UI architecture students for the US Forest Service north of Sandpoint, ID.*

# ARCHITECTURE

## design your world

The collaborative culture of Idaho's only accredited professional architecture program provides the training required to become a licensed architect, teaching students how to creatively imagine and design future built environments. Much of the instruction is centered upon the design studio: a unique classroom experience that combines experiential learning with small class sizes. In the UI Architecture Program students learn:

- Design Process and Design Thinking
- The Role of History and Theory in Architecture
- Building Craft and Making
- Integration of Technical and Environmental Systems
- The Use of Analogue and Digital Tools in the Creation of Thoughtful and Well-Crafted Architecture
- Professional communication
- Social and Psychological Impacts of Architecture
- Architectural Research Methods
- Innovation with Technical, Aesthetic, and Conceptual Constructions.



**University of Idaho**  
College of Art and Architecture

[www.uidaho.edu/architecture](http://www.uidaho.edu/architecture)

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# I B.S.+ M.ARCH

seamless | professional, accredited degree in architecture

	fall	credits		spring	credits
1	Art 121 Integrated Design Process	2	TOTAL 13	Arch 154 Intro to Architectural Graphics	3
	Art 110 Integrated Art & Design Communication	2		Art 112 Drawing as Design Thinking	2
	Arch 151 Intro to the Built Environment	3		Gen Ed Requirement	3
	Gen. Ed Credit or Math	3		Math 143 Pre-Calc Algebra/Analytic Geom	3
	Eng 101 or General Education <sup>1</sup> I	3		Eng 102 College Writing and Rhetoric	3
2 <sup>ND</sup> YEAR GATE: APPLICATION REQUIRED					
2	Arch 253 Architectural Design 1	4	TOTAL 14	Arch 254 Architectural Design 2	4
	Arch 266 Materials and Methods	3		Arch 243 Media in Architecture	3
	Gen Ed	3		Gen Ed Requirement	3
	Phys 111 General Physics 1 + Phys. Lab	4		Gen Ed Requirement	3
				Elective	3
3 <sup>RD</sup> YEAR GATE: PORTFOLIO AND APPLICATION REQUIRED					
3	Arch 353 Architectural Design 3	6	TOTAL 15	Arch 354 Architectural Design 4	6
	Arch 361 Structural Systems 1	3		Arch 362 Structural Systems 2	3
	Arch 385 Global History of Architecture 1	3		Arch 386 Global History of Architecture 2	3
	Arch 483 Urban Theory & Issues	3		Arch 388 Introduction to Theory	3
				Elective	1
4	Arch 454 Vertical Studio	6	TOTAL 16	Arch 454 Vertical Studio	6
	Arch 463 ECS 1 + Lab	4		Arch 464 ECS 2 + Lab	4
	Elective	3		Arch 461 Building Assemblies	3
	Elective	3		Elective	3
GRADUATE GATE: APPLICATION REQUIRED					
G1	Arch 553 Integrated Architectural Design	6	TOTAL 12	Arch 554 Vertical Studio	6
	Arch 568 Technical Integration in Design	3		Arch 575 Professional Practice	3
	Graduate Elective	3		Graduate Architecture Elective	3
G2	Arch 510 Graduate Project Seminar	3	TOTAL 12	Arch 556 Graduate Project	6
	Graduate Architecture Elective	3		Graduate Architecture Elective	3
	Graduate Elective	3			
	Graduate Elective	3			

1. Degree-seeking students must be enrolled in Eng 101, or 102 in their first semester in residence and each subsequent semester until they have passed Eng 102.

The B.S.Arch degree requires a minimum of 120 credits, including:

- at least 3 cr of 200-level or above courses taken outside the disciplines of architecture; landscape architecture; art and design; interior design; and virtual technology and design
- 3 cr of 200-level or above courses taken within the disciplines
- at least 6 credits of 200-level or above courses taken in any discipline.

Note that credits earned in completion of an academic minor may be substituted for elective credits.

The M.Arch degree requires a minimum of 45 credits. 36 of these credits must be at the 500-level; others may be from 400-level courses in Architecture and 300- or 400-level courses in supporting areas. Arch 552 may be substituted for Arch 554 with permission.